



175 BIO

BIOMETRIC FINGERPRINT READER WITH LEVERSET USER'S GUIDE



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User Identification Numbers

Each user will be assigned a 4 digit UID that will correspond with their enrolled fingerprint. This UID will be used to delete users in the event that the user is not present at the time of deletion.

User Groups

Each user will be assigned to a group based upon their access and programming rights.

- **Group 1 (Great Grand Master):** Considered the system manager. Will have full programming rights, and 24/7 access. There can be only one GGM in the system.
- **Group 2 (Grand Master):** Users in this group will have full programming rights and 24/7 access. This is the only group besides the GGM that has programming abilities.
- **Group 3 (Passage):** Special group. Users have the ability to toggle the passage mode. When a Passage group user scans their fingerprint the lock will go into passage mode, allowing egress until another fingerprint from this group is scanned. The GGM or GM can toggle the passage mode manually (see page 5).
- **Groups 4 and 5 (User Groups):** User access in this group can be controlled by schedules and holiday settings. No programming rights. 24/7 access in the absence of schedules.

User Access By Fingerprint

Press the blue button above the fingerprint reader surface. The unit will beep and the surface will light up red indicating that it is ready to read a fingerprint. Place your finger on the reader's surface. If accepted a ring will be heard, and the LED in the button will flicker blue. If denied a single beep will be heard and the unit will attempt to read the fingerprint again. The unit will attempt to read the fingerprint three times. This three attempt series is equal to one strike in regards to the "Three Strike Lockout" (see page 5).

Getting Started

Once the lockset is installed it should be initialized. Initializing the lock will clear the memory of everything except the audit trail. This process can also be used in the event that the lock needs to be returned to its factory default state.

Initialization Of Lockset (Log data will not be deleted):

Hold **SET** for three seconds **BEEP-BEEP** 1531425345 **#** **RING**

Refer to page 5 for more features that allow for the management of the lock's memory such as:

Clear Memory - Removes all users and schedules.

Clear All Schedules* - Removes all set schedules.

Clear Audit Trail* - Removes Audit Trail information.

Fingerprint Enrollment

Note: A long single beep indicates that an error has been made. The sequence must be re-entered from the beginning.

Group #1 - GGM:

First fingerprint enrolled into the system and is considered the system manager (One user maximum in this group). Full programming rights. 24/7 Access.

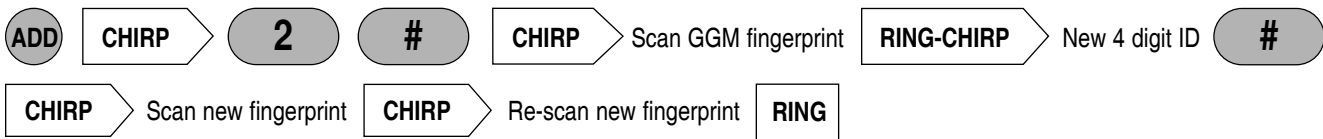
ADD **CHIRP** **1** **#** **CHIRP** Input 4 digit ID **#** **CHIRP** Scan fingerprint **CHIRP**
Re-scan fingerprint **RING**

Fingerprint Enrollment (cont'd)

Note: A long single beep indicates that an error has been made. The sequence must be re-entered from the beginning.

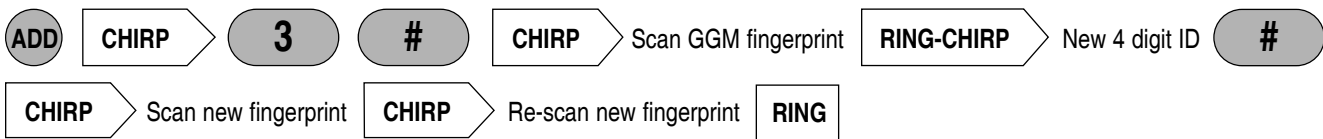
Group #2 - GM:

Full programming rights. 24/7 Access.



Group #3 - Passage:

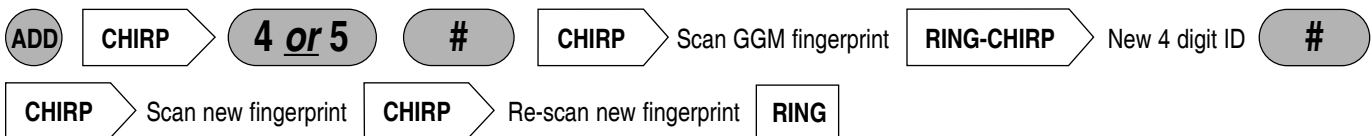
This group places the lock in passage mode when a Group 3 fingerprint is scanned. The lock is returned to the locked state by scanning a Group 3 fingerprint a second time. No programming rights.



Groups #4 and #5 Regular User Groups:

No programming rights. Access can be restricted by schedule and/or holiday setting.

Note: Schedules and Holidays can only be added and maintained by using the optional software kit*.



Fingerprint Deletion

Delete User By ID:



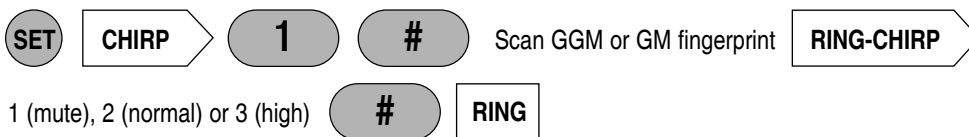
Delete User By Fingerprint:



Lock Settings

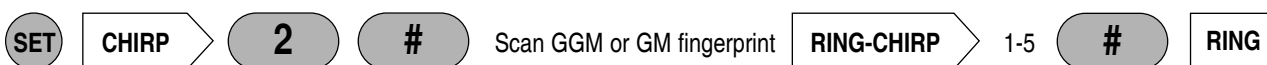
Sound Setting:

Adjustment of volume (Only identification sound can be muted).



Open Time Setting:

Adjustment of egress time after successful authentication (1-5 seconds).



Lock Settings (cont'd)

Three Strike Lockout On/Off:

The three strike lockout will sound an alarm for 30 seconds when authentication fails 3 times in a row.
Default setting: ON

SET **CHIRP** **3** **#** Scan GGM or GM fingerprint **RING-CHIRP**

1 (on) or 2 (off) **#** **RING**

Clear Memory:

Clears all users & schedules (including GGM).

SET **CHIRP** **4** **#** Scan GGM or GM fingerprint **RING-CHIRP** 153142531 **#** **RING**

Clear All Schedules:

SET **CHIRP** **4** **#** Scan GGM or GM fingerprint **RING-CHIRP** 153142532 **#** **RING**

Clear Audit Trail:

Clears Audit Trail information from the lock's memory.

SET **CHIRP** **4** **#** Scan GGM or GM fingerprint **RING-CHIRP** 153142533 **#** **RING**

USB Connection:

SET **CHIRP** **5** **#** Scan GGM or GM fingerprint **RING-CHIRP** 15321 **#** **RING**

To disconnect the USB communication, press ENTER button or close BIO-Manager program.

Note: Always disconnect the USB communication after use to conserve the batteries in the lock.

Manual Passage Mode

Enable:

ENTER **CHIRP** 1531 **#** **CHIRP** Scan GGM or GM fingerprint **RING**

Disable:

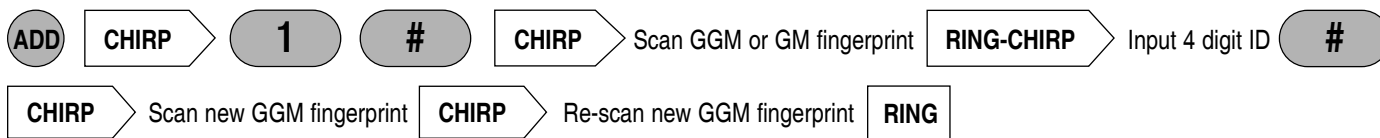
ENTER **CHIRP** 1533 **#** **CHIRP** Scan GGM or GM fingerprint **RING**

Low Battery Warning

When the batteries in the 175BIO decrease to approximately 4.2 volts, the unit will play music after a fingerprint is authenticated. This indicates that batteries should be replaced.

Transfer GGM

The Transfer GGM feature allows the GGM rights to be shifted from one user to another in the event that the GGM is leaving or has left the facility. This eliminates the need to re-initialize the unit as long as the GGM or GM is present.



Note: The GGM or GM must be authenticated to initiate USB communication with the lock.

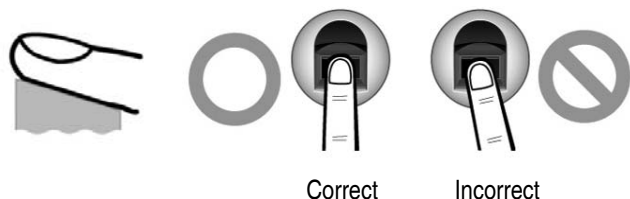
About Fingerprint Registration

Correct Fingerprint Placement:

Place your index finger on the window just as you do with a finger stamp.

Fingertip touching is not an appropriate registration or input method.

Make sure the center of your finger touches the window.



Use Your Index Finger Whenever Possible:

The index finger guarantees an accurate and stable fingerprint input.

Check Your Fingerprint For Clarity Or Damage:

It is difficult to recognize fingerprints that are too dry, wet, unclear, or damaged. Clean the finger or use another finger in this case.



Cautions About Fingerprint Condition

Depending on the user's fingerprint condition, some fingerprints may not be used or may cause an inconvenience.

- If the fingerprint is damaged or very unclear, then it may not be recognized. Please use a different finger or if needed issue the user a key.
- If a fingerprint is too dry, breathe on the fingertip to moisten it before attempting authentication.
- For children, it may be tricky or impossible to use the unit because their fingerprints are too small or very unclear. If a child will be using the unit, it is recommended to register their fingerprints every six months.
- For the elderly, it may not be possible to register their fingerprints because there are too many fine lines on the fingerprints.
- If the fingerprints are very unclear, it may be convenient to register more than one fingerprint for a particular user.

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